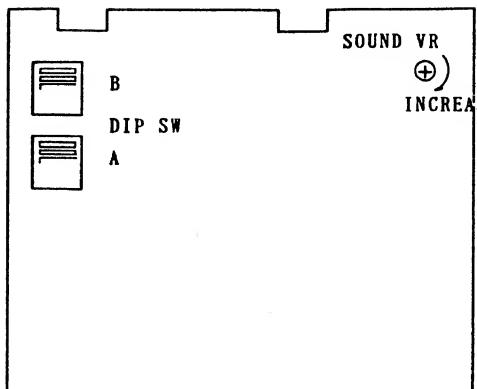


ADJUSTMENT ON GAME PC BOARD (CRIME CITY G25 00540A)

## **CONNECTOR (JAMMA)**



★ THE CONTROL OF THIS GAME USES  
ONE 8-WAY JOYSTICK AND 2 BUTTONS.  
(PAIR-CONTROL PANEL)

SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V (+13V)
POST	H	7	POST
COIN COUNTER (B)	J	8	COIN COUNTER (A)
COIN LOCKOUT (B)	K	9	COIN LOCKOUT (A)
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	
(COIN B)	T	16	COIN A
2P SELECT	U	17	1P SELECT
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P ATTACK BUTTON	Z	22	1P ATTACK BUTTON
2P JUMP BUTTON	a	23	1P JUMP BUTTON
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

**NOTE:** BEFORE CHANGING THE SETTINGS OF DIP SWITCHES, TURN THE POWER OFF.

#### ◇ SETTING OF DIP SWITCH A

(\*) : FACTORY SETTING

**REGISTRATION OF PLAYER'S NAME:SCRIBBLE**

~~SCRIBBLE~~  
THE PLAYER IS AT THE TOP CAN REGISTER DRAWING WITH BULLET  
MARKS (MAX.: 300 SHOTS).

#### ◇ SETTING OF DIP SWITCH B

# CRIME CITY

TM

CRUSH OUT THE CRIME! WE'RE THE SUPREME LAW!!



ATTACK

HIGH JUMP  
(LEVER-UP  
+  
JUMP BUTTON)

STOP  
(NEUTRAL)



JUMP



LOW JUMP  
(JUMP BUTTON)



WALKING  
(LEVER-LEFT/RIGHT)

<MOVEMENT OF DETECTIVES>  
• THE MOVEMENT IS CHANGED  
DEPENDING ON THE TURNING  
DIRECTION OF THE 8-WAY  
JOYSTICK AND THE PRESS-  
ING BUTTONS.

TURN OVER  
IN MIDAIR  
(HIGH JUMP  
+  
JUMP BUTTON)



SQUAT  
(LEVER-DOWN)

TURN OVER-ATTACK  
(LEVER-DIAGONAL  
+  
JUMP BUTTON)

SHOT IN SQUAT  
(LEVER-DOWN  
+  
ATTACK BUTTON)



PUNCH  
ATTACK BUTTON

PICK UP FOLLOWING ITEMS!!

DRUG: POINTS ARE ADDED TO THE SCORE.

AUTOMATIC-GUN: THE SHOT PIERCE ENEMY'S  
BODY.

MACHINE-GUN: SHOT IN SUCCESSION.

PROTECTOR: IT PROTECT THE DETECTIVE'S BODY  
FROM ENEMY'S ATTACK.

TAITO  
TAITO CORPORATION